

Appendix A. The variables of Standard cross-Cultural Sample used in the study

No.	variable	case	score	explanation of the score
Independent Variable: Honor culture.				
V625	High value placed on males being aggressive, strong, and sexually potent	105	.	Missing data
		26	1	Marked emphasis
		33	2	Moderate emphasis
		22	3	Little or no emphasis
V664	Ideology of male toughness	78	.	Missing data
		21	1	Absent
		81	2	Present
V1765	Emphasis on courage of boys in late childhood	147	.	Missing data
		5	1	courage is not emphasized; children are protected from harm which may be caused by scary situations, cold, and physical injuries
		11	2	courage is mildly emphasized; children are not protected from potentially dangerous situations; the expression of fear and pain is tolerated
		23	3	courage is strongly emphasized; children are expected to tolerate pain and overcome fear in dangerous situations; the expression of fear and pain is not tolerated
V1774	Revenge related norms	106	.	Missing data
		15	1	revenge taking is forbidden
		17	2	taking of revenge is neither forbidden nor prescribed
		18	3	taking of revenge is prescribed but compensation by payment equally valued
		16	4	taking of revenge is prescribed
		14	5	taking of revenge is prescribed, retaliation is allowed only against the culprit

Mediating Variable: Social rewards for warriors.

V903	Prestige associated with being a soldier or warrior	35	.	Missing data
		61	1	A great deal; important for every male
		64	2	some, not necessary to be a warrior to have influence in the community

		26	3	No special consideration, respect, or distinctions for a man who fights
V905	Rewards (Special gifts, praises, or ceremonies, not including ritual purification for a man who has killed an enemy in battle or otherwise shown skill in war)	77	.	Missing data
		68	1	Yes, usually or always
		16	2	Sometimes
		25	3	Rarely or never
V913	Trophies and honors (including captives for sacrifice)	18	.	Missing data
		49	1	Present
		119	2	Absent or not mentioned
V1773	Prestige of warriors	111	.	Missing data
		12	1	no warriors
		9	2	low prestige, warriors receive no special recognition
		13	3	middle to high prestige; warriors have a good reputation, no data on other sources of reputation
		12	4	medium prestige of warriors, other sources of reputation are valued higher
		15	5	high prestige of warriors, other equally valued sources of reputation exist
		14	6	very high prestige, to gain prestige as a warrior is of special importance for every man

Dependent Variables: intergroup conflict

V774	External warfare	102	.	Missing data
		45	1	Frequent, occurring at least yearly
		13	2	Common, at least every five years
		6	3	Occasional, at least every generation
		20	4	Rare or never
V892	Frequency of external war – attacking	29	.	Missing data
		31	1	Continual
		61	2	Frequent
		65	3	Infrequent
V893	Frequency of external war - being attacked	33	.	Missing data
		26	1	Continual

		67	2	Frequent
		60	3	Infrequent
V1778	Frequency of interethnic violence/attacking	97	.	missing data
		4	0	no contact with other ethnic groups (original code 88)
		26	1	rare or never
		20	2	occasional
		24	3	often
		15	4	permanent

Control variables.

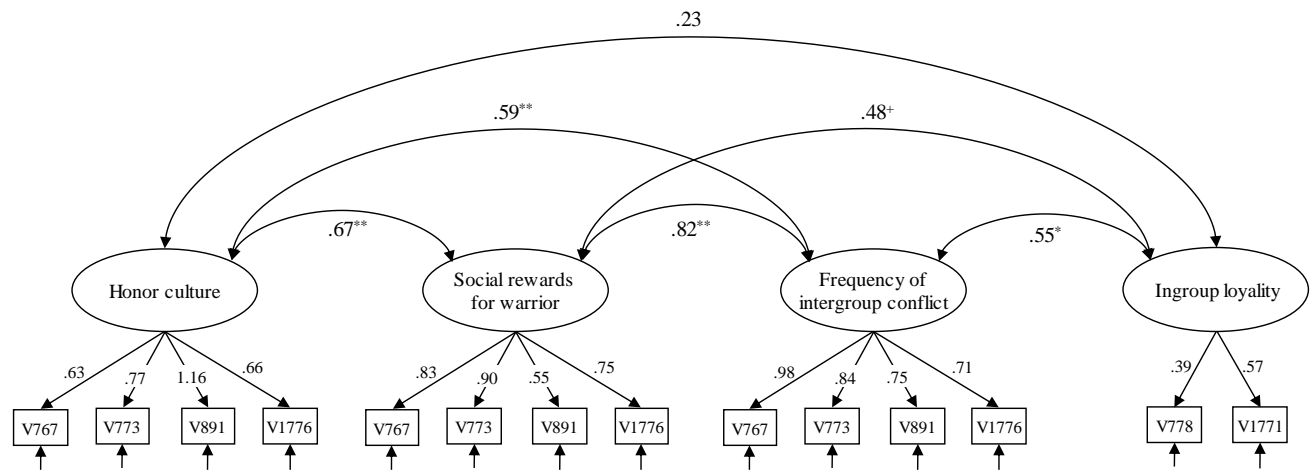
V778	Loyalty to the local community	103	.	Missing data
		30	1	Especially high
		33	2	High
		14	3	Moderate
		6	4	Low
V1771	Loyalty within ethnic group	100	.	missing data
		41	1	low
		18	2	middle
		27	3	high
V157	Political integration	11	1	None
		72	2	Autonomous local communities
		46	3	1 level above community
		28	4	2 levels above community
		29	5	3 levels above community
V158	Social stratification	65	1	Egalitarian
		52	2	Hereditary slavery
		19	3	2 social classes, no castes/slavery
		20	4	2 social classes, castes/slavery
		30	5	3 social classes or castes, with or without slavery
V859	Resource Base		.	Missing data
				[Low Resources] -> 1
		9	1	(2) Hunting and/or Marine Animals
		9	2	(1) Gathering

		12	3	(3) Fishing [Unstable Resources] -> 2
		5	4	(5) Mounted Hunting
		33	5	(7) Shifting Cultivation, with digging sticks or wooden hoes
		8	6	(4) Anadromous Fishing
		18	7	(9) Horticultural Gardens or Tree Fruits
		23	8	(11) Intensive Agriculture, with no plow [High Resources] -> 3
		0	9	(10) Advanced Horticulture, with metal hoes
		19	10	(8) Shifting Cultivation, with metal hoes
		18	11	(6) Pastoralism
		32	12	(12) Intensive Agriculture, with plow
V63	Community size	1	.	Missing data
		28	1	< 50
		28	2	50-99
		45	3	100-199
		32	4	200-399
		29	5	400-999
		15	6	1,000-4,999
		5	7	5,000-49,999
		3	8	> 50,000
V64	Population density	2	.	Missing data
		36	1	< 1 person per 5 sq. mile
		22	2	1 person per 1-5 sq. mile
		25	3	1-5 persons per sq. mile
		27	4	1-25 persons per sq. mile
		34	5	26-100 persons per sq. mile
		20	6	101-500 persons per sq. mile
		20	7	over 500 persons per sq. mile
V186	Mean Annual temperature		-16	Min
			29	Max

Note. The information was based on the web page “Standard Cross-Cultural Sample: Codebook” (<http://eclectic.ss.uci.edu/~drwhite/courses/SCCCodes.htm>). The Score of resource base [V859] was recoded from 1–3 to 1 (low resources), 4–8 to 2 (unstable resources), and 9–12 to 3 (high resources), as Roes and Raymond (2003).

Appendix. B.

Confirmatory factor analysis of the variables made in this study



Note. ** $p < .01$, * $p < .05$, + $p < .10$. The score is standardized coefficients. $N = 183$. Fit index of this model is the following: $\chi^2 = 94.128$, $df = 71$, $p = .022$; CFI = .975; TLI = .968; RMSEA = .042. All path coefficients from latent variables are significant. Because all observed variables are ordinal scale, weighted least squares parameter estimates were used. Full information maximum likelihood estimation was used for missing data in the analysis.

Appendix. C.

Spearman rank correlation between the all variables

	Honor culture				Social Reward for warrior				Frequency of intergroup conflict				Control variables							
	1a	1b	1c	1d	2a	2b	2c	2d	3a	3b	3c	3d	4a	4b	4c	4d	4e	4f	5g	5h
Honor Culture																				
1a [V625]	1.00																			
1a [V625]																				
1b [V664]		1.00																		
1b [V664]																				
1c [V1765]			1.00																	
1c [V1765]																				
1d [V1774]				1.00																
1d [V1774]																				
Social Reward for warrior																				
2a [V903]	.27 *	.29 **	.53 **	.37 **	1.00															
2a [V903]																				
2b [V905]	.30 **	.21 *	.50 **	.32 **	.59 **	1.00														
2b [V905]																				
2c [V913]	.16	.15	.04	.19 *	.31 **	.35 **	1.00													
2c [V913]																				
2d [V1773]	.19 +	.32 **	.29 +	.16	.54 **	.52 **	.29 **	1.00												
2d [V1773]																				
Intergroup conflict																				
3a [V774]	.35 **	.45 **	.59 **	.09	.44 **	.39 **	.27 **	.70 **	1.00											
3a [V774]																				
3b [V892]	.10	.17 +	.27	.27 *	.44 **	.50 **	.25 **	.42 **	.63 **	1.00										
3b [V892]																				
3c [V893]	-.07	.26 **	.36 *	.24 *	.33 **	.43 **	.26 *	.26 *	.55 **	.58 **	1.00									
3c [V893]																				
3d [V1778]	-.06	.35 **	.38 *	.18	.39 **	.56 **	.37 **	.36 **	.53 **	.56 **	.37 **	1.00								
3d [V1778]																				
Control variables																				
4a [V778]	-.20 +	.15	.22	-.09	.06	.21 *	.05	.14	.29 **	.14 +	.14 +	-.04	1.00							
4a [V778]																				
4b [V1771]	-.06	-.01	.14	.19 +	.18 *	.06	.20 *	.24 *	.30 **	.18 *	.07	.28 **	.16	1.00						
4b [V1771]																				
4c [V157]	.10	.09	.17	.09	.18 *	.08	-.05	.24 *	.24 *	.25 **	.15 +	.04	.07	.21 +	1.00					
4c [V157]																				
4d [V158]	-.31 **	-.02	.05	-.13	.06	.17 +	-.06	.22 +	.07	.07	.09	.06	.08	-.02	.44 **	1.00				
4d [V158]																				
4e [V859]	-.11	.11	.15	-.02	.13	.24 *	.09	.29 *	.28 *	.22 **	.16 *	.27 *	.14	.19 +	.40 **	.57 **	1.00			
4e [V859]																				
4f [V63]	.02	-.16 +	-.04	-.03	.13	.26 **	-.01	-.03	-.12	-.03	.01	.04	-.03	.00	.03	.32 **	.20 **	1.00		
4f [V63]																				
4g [V64]	-.06	.05	.01	-.01	.18 *	.15	.00	.26 *	.23 *	.32 **	.16 +	.11	.19 +	.14	.51 **	.59 **	.46 **	.03	1.00	
4g [V64]																				
4h [V186]	-.09	-.02	-.21	-.17	.09	.04	-.10	.23 *	.13	.24 **	.07	.08	-.06	.11	.52 **	.55 **	.45 **	.03	.70 **	1.00
4h [V186]																				

Note. ** $p < .01$, * $p < .05$, + $p < .10$. Parenthetical figures are N under r coefficient.